

THE KINETIC SCREEN

800 West 47th, Suite 608, KCMO, 64112

GENERAL INFORMATION

THE KINETIC SCREEN is dedicated to developing programs utilizing the full capabilities of **ATARI** graphics. The programs are not simplistic -- they do not produce imitation children's drawings. Such graphic material trivializes the creativity of children. The programs, however, are easy to use and well documented.

All programs are copyrighted but are accessible to the user through **LOAD** and **LIST** for the user's study and information. You may adapt routines for use in your own programming but there are no **REM** statements so you will have to figure it out. The programs, as copyrighted material, cannot be legally copied.

All programs are written in **ATARIBASIC**, some with a few machine language routines, and thus require the **BASIC CARTRIDGE**. All programs require the **DISK DRIVE**. Programs lengths are noted below. To this, add 7676 to get the address of the top of the program.

All programs are recorded on high-quality **3M 744D-O RH** double density diskettes. (Double density in a diskette means a heavier oxide coating -- a decided advantage.)

Where noted as 'machine drawn', the drawing routines are done by the program. Where noted 'an infinity program', the programs, if not directed by user input, will go on forever. It is best to end programs through their 'quit' routines or by turning off the computer, as some of them will not leave the computer in its default state.

If a purchaser would like a printout of the program purchased, include an extra five dollars or remit separately. (Does not apply to the disk **THE KINETIC SCREEN**).

AVAILABLE PROGRAMS

ALIEN LANDSCAPES	28428
ALIEN LANDSCAPES 2	18258
PAINTPOT	21463
DESIGNER	16949
THE KINETIC SCREEN longest	6862
VENNYDISKS	N/A

This image is a complex, abstract black and white pattern. It features a dense, textured surface composed of numerous small, irregular shapes, possibly representing a forest or a dense field of vegetation. The pattern is highly detailed, with a high degree of contrast between the black and white areas. The overall effect is a dense, textured surface with a high degree of contrast and detail. The pattern is composed of many small, irregular shapes that form a larger, more complex structure. The shapes are arranged in a way that suggests a sense of depth and movement, as if the viewer is looking into a vast, open landscape. The pattern is highly detailed, with a high degree of contrast between the black and white areas. The overall effect is a dense, textured surface with a high degree of contrast and detail.

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ALIEN LANDSCAPES is a machine drawn infinity program with user controls. It is written in Graphics 7 with four colors, which are selected by the machine for each landscape. It is a dynamic program which creates the landscapes on screen with accompanying sounds. Each landscape is unique and will not likely be repeated in your lifetime. The program makes up names for the stellar system and planet of the landscape. The stuff of dreams! If you do nothing but watch (and it is addictive) the program will pause awhile and display the finished landscape on screen, then draw another.

User controls include: **SPACE BAR** will hold the drawing on the screen indefinitely. **A** draws the next landscape with the current colors. **C** holds the landscape on screen and does **COLOR** changes -- this is nice. **H** brings up **HELP** -- a review of the instructions. **I** IDENTIFIES the four current colors by hue and luminosity. **N** starts a **NEW** drawing in new colors. **P** PRINTS out the landscape on an ATARI 825 printer. **S** SAVES the landscape on screen in a data file, which you name. **R** RECALLS a landscape from a data file. **Q** brings up the **QUIT** routine -- the machine goes to a color change mode. Press **Q** again and the machine shows how long you've been using the program, then quits.

Stars, suns, radiant skys, clouds, cities, mountains, lakes, beings -- I won't tell you all! Part of the enjoyment of this program is anticipation.

Also included is a separate program for recalling files and changing colors, and a **LIST** recall program you can append to your own programs.

ALIEN LANDSCAPES 2 is a completely user controlled program for drawing your own alien landscapes. It is written in **GRAPHICS 10** with nine colors which are selected by the machine but you may accept or reject them. Graphics 10 requires the GTIA chip. (Which stands for 'George's Television Interface Adapter', courtesy of Ian Chadwick). If you bought your machine after Jan 1982 it probably has the chip. To test for it, type in and run this short program:

```
10 GRAPHICS 10
20 GOTO 20
```

If your screen turns black and remains so, you have the GTIA chip. If not, not. You can only call up Graphics 9, 10 and 11 in program mode.

The program carries you through a series of prompts, asking you if you wish to include various features in your landscape. You respond **Y** or **N**. (or **J** to **JUMP** to the final picture). When you have finished, a **HELP MENU** comes up to remind you of your further choices.

These choices include: **SPACE BAR** holds the drawing on the screen indefinitely. **A** allows you to **ADD** more to the drawing. **C** holds the landscape on screen and does **COLOR** changes. **K** **KEEPS** the current colors and begins a new drawing. **N** begins a **NEW** drawing with new colors. **S** **SAVES** the landscape on screen to a data file, which you name. **R** **RECALLS** a landscape from a data file. **Q** is for **QUIT**.

Routines you can choose for your landscape include stars, suns, starships, 'things', cities, mountains, deserts, more. You'll start out by overdoing it -- a famous architect, Mies Van der Rohe, once said, 'Less is more.'

Also included is a separate program for recalling files and changing colors, and a **LIST** recall program you can append to your own programs.

PAINTPOT is a completely user controlled and operated painting program except for three machine drawers which do rectangles, circles and ellipses, and fill forms. You may select a Wide, Medium, or Narrow brush which corresponds to Graphics 3, 5 and 7. You may draw in three paint colors on a fourth color background. You may change the colors at will or let the machine do it.

The three paint colors appear on the left in 'paintpots' which remain on screen, making it easy to remember which color is which. You move the brush with the Joystick or the Knobs, which is my name for paddle controllers. The Joystick plugs into port 1 and the Knobs into port 2. The knobs are not required to use the program -- they are an additional option if you have them.

The basic operation of the program is so simple that small children may enjoyably use the program. Many additional functions are included for use as skills and knowledge increase.

You have complete control of the brush -- the program is a non-active painting medium that does nothing for you except the three functions mentioned above. You change the color you're painting with at any time by pressing the ZERO (for BACKGROUND) or 1, 2, or 3 KEYS for PAINT COLORS 1, 2, or 3. It's as simple as that.

Your many options, accessible by single keystrokes, include individual and group color controls, stroke width, save and recall files, more. Included on the disk is a separate program for recalling files and changing colors, and a LIST recall program you may append to your programs.

You can really be creative with this program -- it allows you to do lots of things!

DESIGNER is a user controlled and operated design program except for three machine drawers which do rectangles, circles and ellipses, and fill forms. The program is written in GRAPHICS MODE 10 and requires the GTIA chip, which your computer has if it was manufactured after October, 1981. You may use nine colors simultaneously, one of which will be the background color. The program assigns standard colors, but you may change these at will.

You move the cursor, or "bug", with the Joystick or the Knobs, which is my name for paddle controllers. The Joystick plugs into port 1 and the Knobs into port 2. The knobs are not required to use the program -- they are an additional option if you have them.

Although the basic operation of the drawing routines is simple, this is a program with many options. It is intended to be a professional tool and you will have to study and use the program to develop skills. Mastery of this program will allow you to create in a variety of styles within the constraints imposed by the Operating System. Let your imagination be your guide!

You have complete control of the bug -- the program is a non-active design medium that does nothing for you except the three functions mentioned above. You change the color you're working with at any time by pressing the ZERO (for BACKGROUND) or the 1 thru 8 KEYS for LINE COLORS 1 thru 8.

Your options include many color controls, line character control, save and recall files. Included on the disk is a separate program for recalling files and changing colors, and a LIST recall program you can append to your programs.

THE KINETIC SCREEN is a potpourri of ten programs that do different things with ATARI graphics. The programs are accessed through a menu. Each program contains a brief instructional routine you may call up if desired. Except for MANDDWR, the programs are operated by single stroke keyboard entries. MANDDWR uses the JOYSTICK.

MOIRES draws moire patterns with large-radius circles.

MONLIKES draws Mondrian inspired designs.

SPIRALS draws square spiral designs which overlap to create diagonal patterns that will at times appear to have as many as twelve colors.

STRIPES fills the screen with color stripes.

SLATS uses a very simple routine to draw complex line patterns.

FUNFILL utilizes the ATARI "XIO FILL" routine in unusual ways.

MANDALAS draws complex circular patterns that are lovely.

MANDDWR, or MANDALA DRAWER, lets you draw mandalas.

STARSHIP draws starships on a starry background.

DOODLBUG, more properly DOODLEBUG, is an interacting program that children of all ages enjoy.

All programs have accompanying sound.

These active programs keep changing all the time, providing almost infinite varieties of designs on your screen. You can discover a lot about the interaction of luminous colors, lines, and the artifacts of screen display by using these programs.

ENJOY!

VENNYDISKS are formatted 5-1/4" diskettes (3M 744D-O RH base) with ATARI DOS II, version 2.0S, files DOS.SYS, DUP.SYS, and MEM.SAV, and THE KINETIC SCREEN files AUTORUN.SYS, OPEN, MENU, NAME, BOOTRUN, MMDUMP, MMDUMP.LST, TIMER, and CODER.

AVAILABLE STORAGE is 474 sectors at 125 bytes each, a total of 59,250 bytes.

You add your programs to the disk and enter them in **MENU**, a printout of which is included with instructions. From then on, the disk boots automatically through **OPEN** to the menu and you only have to enter two keystrokes to RUN or LOAD your programs. There is room for 26 programs in **MENU**.

You may also call up DOS, READY, or QUIT from **MENU**.

You can access the following utilities from **MENU**:

BOOTRUN. Run this to add an AUTORUN.SYS file to any of your disks.

TIMER. Run this to get the real elapsed time since you turned on your computer or last pressed SYS RESET.

MMDUMP. Run this to "dump" any location in your machine's memory to the screen.

MMDUMP.LST. Append this machine memory dump routine to any of your programs.

CODER. Not accessible from MENU, but run to create 8 letter code words.

NAME is a data file that stores the name of the current user.

VENNY is the nickname of Jim's computer, which is named THE VENERABLE BEDE. You may change this name in the programs if you wish.

Once you have your programs on **VENNYDISKS** you will find working with them much simpler and more enjoyable.

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ORDER FORM

<u>ITEM</u>	<u>QUANTITY</u>	<u>TOTALS</u>
ALIEN LANDSCAPES	_____ at \$29.00 =	\$_____
ALIEN LANDSCAPES 2	_____ at \$29.00 =	\$_____
PAINTPOT	_____ at \$34.00 =	\$_____
DESIGNER	_____ at \$49.00 =	\$_____
THE KINETIC SCREEN	_____ at \$24.00 =	\$_____
VENNYDISKS	_____ at \$14.00 =	\$_____
SUBTOTAL OF ABOVE		\$_____

ITEM DISCOUNTS

NONE

ORDER DISCOUNTS

Deduct 10% if ordered before
Dec. 1, 1983: 10% =

<_____>

SUBTOTAL MINUS DISCOUNTS:

\$_____

Deduct 20 cents postage:

< .20 >

TOTAL ORDER

\$_____

Mo. residents add 5.625%:

GRAND TOTAL

\$_____

Enclose check or money order payable to James A. Ireland.

Checks must clear before order is processed.

Thank you for your order

